What Is Claimed Is:

1.     A game set comprising a plurality of sets of tiles, wherein the plurality of sets of tiles comprises:

(a)     a first set of tiles, wherein each tile comprises at least one chosen from (i) a number, (ii) a letter of an alphabet, and (iii) a chemical symbol representing an element of Periodic Table; and

(b)     a second set of tiles, wherein each tile comprises a symbol.

2.     The game set of claim 1, further comprising:

(c)     instructions for playing the game.

3.     The game set of claim 1, further comprising a container.

4.     The game set of claim 1, further comprising a third set of tiles, wherein each tile comprises a wild number.

5.     The game set of claim 1, further comprising a fourth set of tiles, wherein each tile comprises a wild symbol.

6.     The game set of claim 1, further comprising a fifth set of tiles, wherein each tile comprises a number in superscript.

7.     The game set of claim 1, further comprising a sixth set of tiles, wherein each tile comprises a number in subscript.

8.     The game set of claim 1, further comprising a seventh set of tiles, wherein each tile is blank.

9.     The game set of claim 1, wherein the number is chosen from:  0, 1, 2, 3, 4, 5, 6, 7, 8, 9 and 10.

10.     The game set of claim 1, wherein the number is any number chosen from between 0 and 100, or between 0 and 1000, or between 0 and 10,000.

11.     The game set of claim 1, wherein the alphabet is in capital letters or in small non-capital letters.

12.     The game set of claim 1, wherein the alphabet is an English alphabet.

13.     The game set of claim 12, wherein the alphabet is chosen from: a, b, c, d, e, f, g, h, i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z and A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, and Z.

14.     The game set of claim 1, wherein the alphabet is a non-English alphabet.

15.     The game set of claim 14, wherein the alphabet is chosen from an Albanian alphabet, an Arabic alphabet, a Bengali alphabet, a Catalan alphabet, a Croatian alphabet, a

Czech alphabet, a Danish alphabet, a Dutch alphabet, an Estonian alphabet, a Farsi alphabet, a Finnish alphabet, a French alphabet, a German alphabet, a Greek alphabet, a Hebrew alphabet, a Hindi alphabet, a Hungarian alphabet, an Icelandic alphabet, an Italian alphabet, a Japanese alphabet, a Latvian alphabet, a Lithuanian alphabet, a Norwegian alphabet, a Polish alphabet, a Portuguese alphabet, a Punjabi alphabet, a Russian alphabet, a Serbian alphabet, a Slovak alphabet, a Spanish alphabet, a Swedish alphabet, a Thai alphabet, a Turkish alphabet, a Ukrainian alphabet, a Vietnamese alphabet and a Welsh alphabet.

16.     The game set of claim 1, further comprising an eighth set of tiles, wherein each tile comprises letters representing an element of the periodic table.

17.     The game set of claim 1, wherein the symbol is one that is useful in a mathematical equation.

18.     The game set of claim 17, wherein the symbol is selected from the group consisting of: a plus ("+"), a minus ("−"), a division symbol ("÷"), a multiplication symbol ("x"), an equal sign ("="), an open parenthesis ("("), a close parenthesis (")"), a first open bracket ("["), a first close bracket ("]"), a second open bracket ("{"), a second close bracket ("}"), a greater than symbol (">"),a smaller than symbol ("<"), a percentage symbol ("%"), a dollar sign ("$"), a pound sign ("£"), a Euro sign ("€"), a Yen sign ("¥"), a cent sign ("¢"), an integration ("∫") sign, a degree ("°") sign, a plus and minus ("±") sign, a slash ("/"), a pi ("π") sign, a delta ("δ") sign and a logarithmic sign ("log").

19.     The game set of claim 6, wherein the number in superscript is chosen from: 2, 3, 4, 5, 6, 7, 8, 9 and 10.

20.     The game set of claim 7, wherein the number in subscript is chosen from: 2, 3, 4, 5, 6, 7, 8, 9 and 10.

21.     The game set of claim 3, wherein the container is chosen from a box, a bag, and a pail.

22.     The game set of claim 1, further comprising a board.

23.     The game set of claim 1, further comprising at least one dice.

24.     The game set of claim 1, further comprising a set of cards.

25.     The game set of claim 1, further comprising a timing piece.

26.     The game set of claim 1, further comprising a moving piece.

27.     The game set of claim 1, wherein the game set is programmed to run on an electronic device or a software program.

28.     The game set of claim 27, wherein the electronic device is a computer or a hand-held electronic device.

29.     The game set of claim 1, wherein the tiles are cards.

30.     The game set of claim 1, wherein the tiles are plastic or synthetic tiles.

31.     The game set of claim 1, wherein the tiles are wooden tiles.

32.     The game set of claim 1, wherein the tiles are glass tiles.

33.     The game set of claim 1, wherein the tiles are pictorial representations of tiles.

34.     The game set of claim 2, wherein the instructions comprise at least one chosen from:

(a)     how many players can play the game;

(b)     how many tiles each player should have at start of the game;

(c)     how many points each player needs to have to begin participating in the game;

(d)     how to keep score;

(e)     how to determine a winner;

(f)     how to play the game; and

(g)     rules of the game.

35.     The game set of claim 34, wherein the rules comprise at least one chosen from:

(a)     to start the game, turn all the tiles face down;

(b)     each player to pick at least 3 tiles with the face down;

(c)     each player to take turns playing, either by laying down one or more tiles during the player's turn or picking a tile if the player is unable to lay down any tiles;

(d)     to start participating in the game, a player must lay down tiles using a combination of numbers and symbols, with their faces up, where the numbers and symbol represent an equation, and the equation is a correct equation;

(e)     players can keep score by adding the face value of one or more number components of the equation laid down, or by the number obtained as a result of operation of the equation laid down, or by the number of symbols laid down, or by the number of equations laid down by the player;

(f)     if a player does not have any tile to lay down during the player's turn, the player will have to pick a tile from a pool of tiles laying face down, wherein the pool can be a combined pool of numbers and symbols or can be separate pools of numbers and symbols, and the player may pick from one or the other pool;

(g)     if a player has at least one tile to lay down, player may rearrange any equation that has been previously laid down;

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(h)     a player wins the game when the player is the first to have laid down all of his or her tiles or a player wins the game by having the highest number of equations built;

(i)     if scores are kept, the player with the highest score wins at end of game session; and

(j)     a player who has laid down all of his or her tiles may continue playing the game by picking tiles during his or her turn.

36.     The game set of claim 1, further comprising a holder to hold a player's tiles during a game.

37.     The game set of claim 1, wherein the game comprises at least 2 tiles of each number, letter of an alphabet or symbol present in the game set.

38.     The game set of claim 1, wherein the game comprises at least 3 tiles of each number, letter of an alphabet or symbol present in the game set.

39.     The game set of claim 1, wherein the game comprises at least 4 tiles of each number, letter of an alphabet or symbol present in the game set.

40.     A method of playing an educational game, comprising the steps of:

(a)     providing the game set of any of the foregoing claims; and

(b)     allowing the game to be played.

41.     The method of claim 40, further comprising the step of providing instructions or rules for playing the game.

42.     The method of claim 40, wherein the educational game is a math game.

43.     The method of claim 40, wherein the educational game is a chemistry game.

44.     The method of claim 40, wherein the educational game is a physics game.

45.     The method of claim 40, wherein the step of allowing the game to be played comprises allowing each player to build an equation.

46.     The method of claim 40, wherein the step of allowing each player to build an equation comprises allowing each player to take turn building an equation.

47.     The method of claim 45, wherein the equation is an algebraic equation.

48.     The method of claim 45, wherein the equation is a chemistry equation.

49.     The method of claim 45, wherein the equation is a physics equation.

50.     A software program for an educational game, wherein the program is configured to display the game set of claim 1, and to allow the game to be played.

51.     A method of making the game set of claim 1, comprising the steps of:

(a)     creating a mould for the plurality of tiles;

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    (b)      pouring a tile-making material into the mould; and

    (c)      allowing the tile-making material to set to produce the tiles.

52.    The method of claim 51, wherein the tile-making material is selected from the group consisting of glass, metal, alloy, ceramic, clay, plastic and other synthetic materials.

53.    A method of making the game set of claim 1, comprising the steps of:

    (a)     creating a plurality of tiles from tile-making material; and

    (b)      imprinting a number or a function on each tile,

wherein the tile-making material is chosen from natural wood, pressed wood, laminated wood, cardboard paper, shells and bone.

54.    The method of claim 51, further comprising the step of assembling the tiles into a container.

55.    A game set comprising a set of tiles, wherein each tile contains a word chosen from: (a) a noun; (b) a pronoun; (c) a verb; (d) an adjective; (e) an adverb; (f) a preposition; (g) a conjunction; and (h) a gerund.

56.    A method of playing a language game comprising the steps of: (a) providing a game set of claim 55, and (b) allowing a player to build a sentence.